

# CHINA

## HEART OF



# HINT BOOK

Includes complete walk-thru

Includes all area maps

List and location of all objects

Hidden rooms, locations and characters  
you may not have encountered



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# CHINA

HEART  
OF



## Solutions Manual

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TOP: Art Director Shawn Sharp uses storyboards to direct "Kate" and "Lucky." LEFT: False nails are applied to actor Fred Ikeda. BELOW: The "collar chair" from *Rise of the Dragon*.

**H**eat of China began early in the summer of 1989. Originally scheduled as a quick follow-up to the technology developed for *Rise of the Dragon*, *Heart of China* quickly turned into a showcase of Dynamix technology.

Several new elements went into *Heart of China* (HOC) that made it substantially different than its predecessor, *Rise of the Dragon*. First, and foremost, was the use of live actors. More



TOP: Sher Alltucker applies make-up to actor Andrew Derycke to simulate aging (a none-to-preferable ending to the adventure). RIGHT: Randy Dersham fits one of Li Deng's guards with body armor.

than 85 individuals were cast in the various roles for the adventure. The detailed process of storyboarding that had been used for *Rise of the Dragon* was put to the test as the photography crew worked to prepare themselves for the incredible number of photo-shoots that would be necessary to complete the project. Along with the casting of the roles, cos-





The art staff prepares a special-effects shot. High-tech devices such as extension cords and fishing wire were used to bring static shots to life. BELOW: Actors DeRycke and Leung clown between photoshoots.

tuning and make-up were added to the process. Many of the costumes, which had to reflect the 1930's period of Asia and Europe, were rented from the major film studios with one set of pants even bearing the name Gary Cooper.

The photoshoots, which took place over a year-and-a-half, were long and grueling – at times lasting for ten or more hours. However, there



The development of character Kate Lomax. LEFT: An early pencil sketch. ABOVE: Kate, as portrayed by actress Kimberly Greenwood. BELOW: A screen shot from the game's opening sequence.

**O** was always time for fun as the photo on the right shows. Over the many months that the cameras rolled there were some interesting stories that evolved, the best of which is that of Kimberly Greenwood, the actress who played the kidnapped heroine, Kate Lomax. Kimberly had been chosen from literally dozens of women who tried out for the part. She won the role because



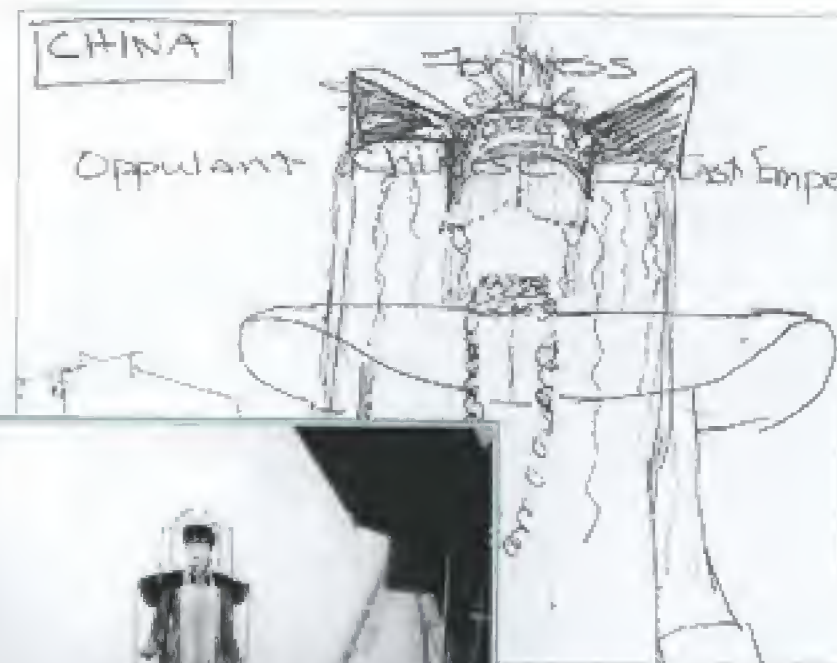




The character of Kate Lomax was a unique one for adventure games. A fiercely strong and independent woman, Kate was written to counteract the macho, self-centered character of "Lucky" Jake Masters.

she was, as everyone involved with *Heart of China* agreed, perfect for it. She was Kate Lomax as designer Jeff Tunnell had envisioned her. She was witty, smart, beautiful and, it was discovered three months into shooting, *VERY* pregnant. Kimberly hadn't known it at the time of her audition, but she was in the first month of pregnancy.

Obviously everyone at Dynamix was elated for Kimberly and her husband,



An early pencil sketch of Kate in her "wedding gown" along with a behind-the-scenes look at the filming of the actual sequence.

but we were left with the very large question of what to do. With nearly a fifth of the shooting completed with Kimberly as Kate, it would have been terribly expensive to recast the part and start over. No one enjoyed the idea of replacing the actress who virtually defined the character. So, it was decided that shooting would continue with the addition of one small extra (and unseen) cast member. All of the Hollywood tricks were employed to hide Kimberly's pregnancy from the cameras...she was shot from





Make-up is applied to actress Kimberly Greenwood (shown holding her son A.J.) during the final days of filming for the adventure game. Kimberly would be with the project for nearly a year-and-a-half before filming would finally wrap up.

behind, she was placed behind other actors and she was hidden behind furniture and blankets. Ultimately, (in a move that no other medium could afford), she was electronically retouched by the game's artists to make her gain in size virtually unnoticable. By the time Kimberly gave birth (a lovely baby boy, A.J., on May 4, 1990), shooting was nearly two-thirds complete. The photoshoots, which were originally scheduled to be shot in the order that



The construction of a single scene required the talents of many individuals. Programmers, photographers, costume designers and artists using both traditional and electronic methods of production were utilized in a meshing of technology and talent.

**A** the adventure would play, were rearranged to give Kimberly, and her newborn, a few months off. long with the use of live actors came the tricky task of combining the actors' images with the over 200 hand-painted background images. Once each of the photoshoots were complete and matched with their storyboard sketches, they were entered into

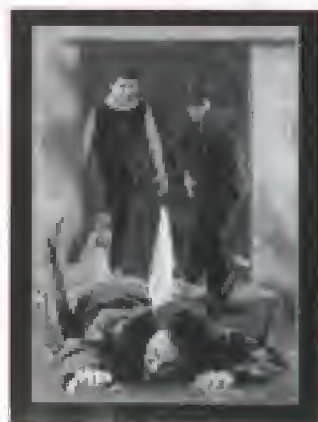






Like all current DynamiX productions, every element of *Heart of China* was planned months in advance of production using pencil sketches or storyboards. Like a motion-picture production, the high cost of reshooting a sequence made it imperative that everything was done right the first time.

the computer using color scanners (3 were kept busy nearly 20 hours a day) and then cut out using electronic paint programs. Once the actors were "isolated" from their photoshoot backgrounds, they were laid on top of the digitized images of the hand-painted backgrounds and the two elements were blended together. Along with the relatively simple *cut and paste*



Andrew DeRycke plays "Lucky" Jake Masters. Shown are various shots that will later be scanned into the computer for still and animated sequences of Lucky.

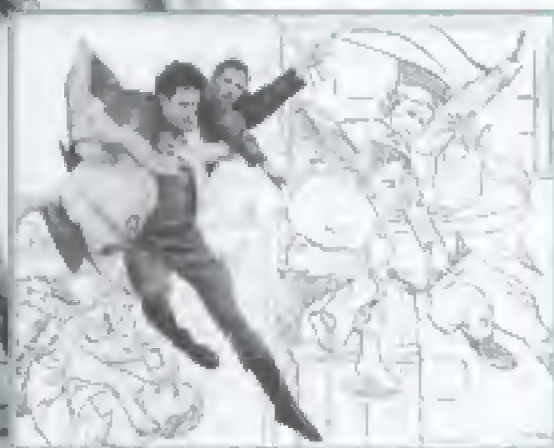
job for stationary characters was the complex and detailed work of compiling the animated sequences. *Heart of China*, like *Rise of the Dragon*, is composed of randomly generated animations displayed during nearly every scene. The animations of the live actors were obtained by using a combination of video and high-speed autowind cameras. The captured images were con-



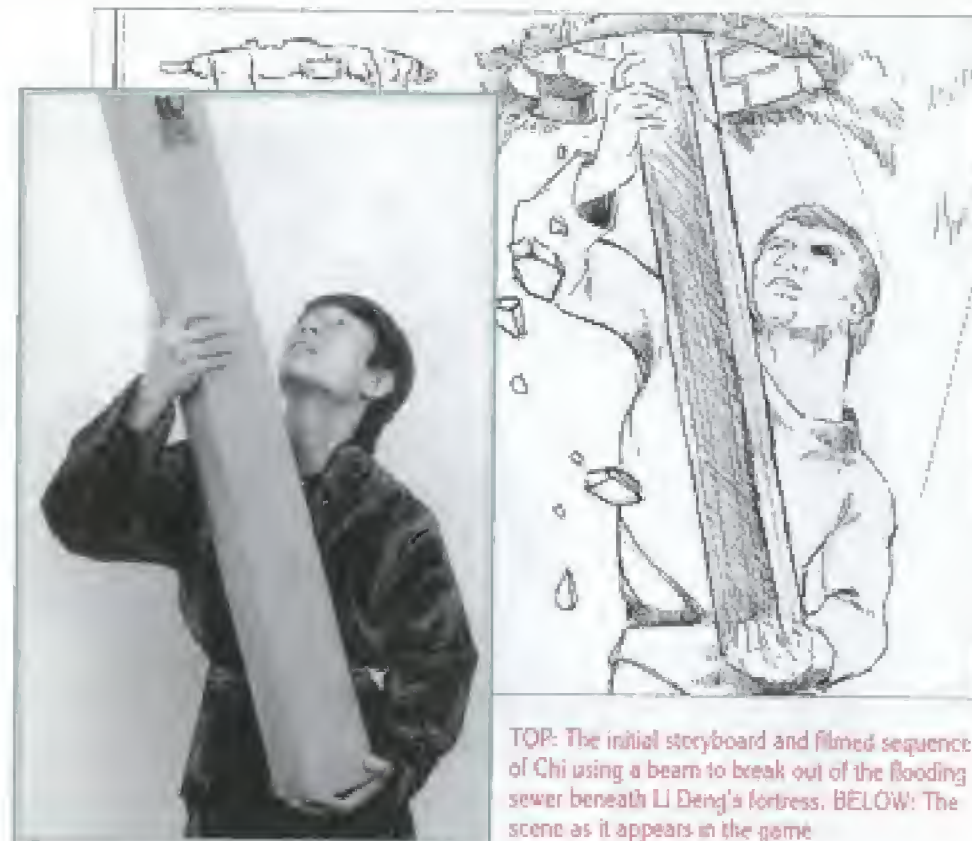




Once the storyboard sequence has been filmed (shown left), the photographs are cut-out and placed on top of the original storyboard. This was done to aid in the enormous task of keeping track of the thousands of photographs.



verted into digitized computer images and then assembled into animations using specially designed software tools. Once the animations were completed, they were placed into the previously assembled *static* screen of the hand-painted background (and any other stationary pieces such as actors or other hand-painted overlays). The final result is a screen that has great depth and detail with constantly changing animations. The scene is brought to life by the careful matching of shadows and the blending together of



TOP: The initial storyboard and filmed sequence of Chi using a beam to break out of the flooding sewer beneath Li Deng's fortress. BELOW: The scene as it appears in the game

**T**many images that were once different in both form and style. The second technological advance made in *Heart of China* was the addition of the *multiple character* mode to the Dynamix Game Development System. In *Heart of China*, you are allowed to control all three of the main characters. In fact, to







The two main teams that are built through the evolving relationships in the adventure. LEFT: Lucky and Chi battle to escape from a flooding sewer. TOP: A romantic moment between Kate and Lucky.

successfully complete the adventure, you *must* use all three characters in the best possible combination. It's an interesting twist to adventure gaming that adds enormous complexity to the experience. You must make the characters *cooperate* with one another to be successful. Under your guidance, Kate, Lucky and Chi must work together to solve puzzles, get out of tight binds and make it to safety. In effect, you form a team with them in the adventure, being drawn into their plight as you struggle to point them

## INTRODUCTION

Welcome to the world of 'Lucky' Jake Masters.

We hope you have as much fun playing this game as we did creating it. *Heart of China* is an interactive adventure game which allows you to follow multiple solution paths to resolve the game. If you have a problem that isn't mentioned here, feel free to contact

**Dynamix/Sierra at (209) 683-8989,  
8 A.M. - 5 P.M. Pacific Time.**

The whole point of playing *Heart of China* is to discover puzzles and find solutions to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so arcane that you haven't any idea where to begin, or maybe this is your first experience with an adventure game – don't feel bad if you occasionally get stuck.

### **How to use a solution manual.**

When you get stuck, look through this manual for a question close to your problem. Since the hints are organized from "slightly helpful" to "here's a big clue" to "Smack! Here's the answer!" you should read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it.



### How NOT to use a solution manual.

Use this book *only* for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover and learn all the answers. And for those of you who choose to ignore this warning, we've thrown in a few red herrings to trip you up.

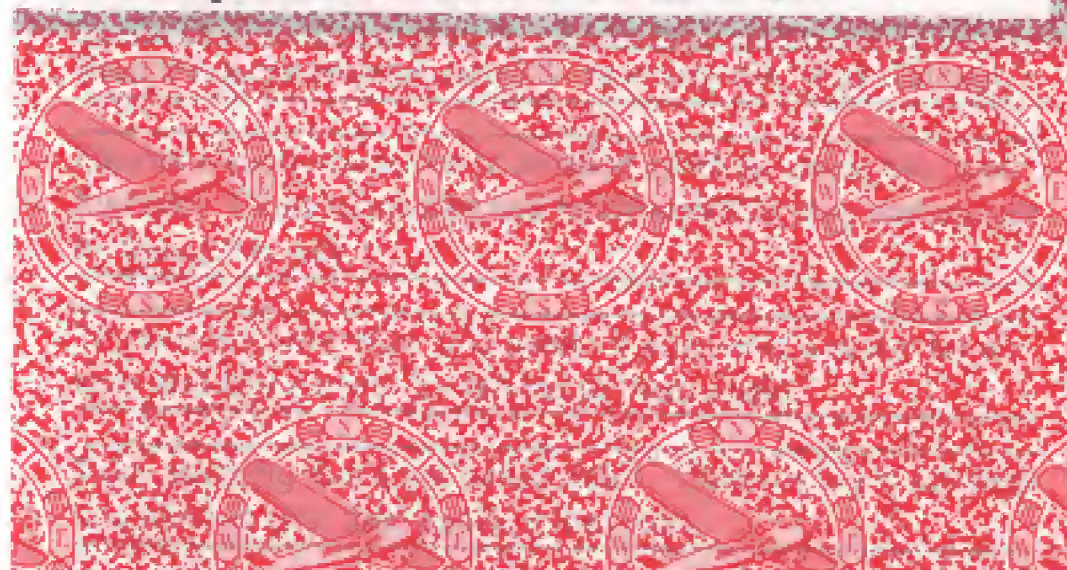
### If you've finished *Heart of China*.

Even if you've "won" the game, we're sure we can interest you in playing again. There are several different ways to resolve *Heart of China*, depending on the choices you make. You may want to go back and try some different approaches to the puzzles and possibly arrive at a "happier" ending. You may also want to try some things just to see what happens.

If you enjoyed this game, you might like to try some of the other 3-D graphic-animated adventure games produced by Sierra/Dynamix like *Rise of the Dragon: A Blade Hunter Mystery*. Stay tuned for future Jake Masters Adventures from Dynamix as well. Good luck in your adventure and we hope you enjoy *Heart of China*!

## GENERAL QUESTIONS

I can't figure this out! What kind of fun is this?



What's the point of this game anyway?





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## GENERAL QUESTIONS

I can't figure this out! What kind of fun is this?

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Read the documentation carefully, especially the "Walk-Through".

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Examine each new room or location carefully, using the "Look" function. Clues to puzzles and hidden objects may sometimes be found this way.

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Try to talk to everyone you meet. If you leave a scene for a time and come back, try talking to them again.

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Take anything that's not nailed down. Chances are it will help you later on (but then again, it may not).

---

What's the point of this game anyway?

---

You are Wang's Jake Masters, a down-on-his-luck former WWI ace running a financially troubled air taxi and delivery service out of Hong Kong. Due to your extensive debts to E. A. Loo Loo (and the fact that he blew up the sampan you were living on), you have been persuaded to undertake a dangerous mission to rescue his daughter Kate. She is being held in the Chengdu fortress in central China by an eccentric and mighty powerful air collector named Li Deng.

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---

Your mission, should you choose to accept it, is to rescue Kate from Li Deng. Always, if you or any member of your team is caught or killed, the secretary will destroy any knowledge of your existence.

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## HONG KONG

I can't figure out what to do at the dock.

Whenever I talk to Ho I don't get any information and then the goons beat me up.

I found Chi but I can't get him to join me.



## HONG KONG

### I can't figure out what to do at the dock.

You have to go somewhere else first before you can get what you need here.

Go to Ho's Bar.

You need to get Chi.

You need to talk to Madam Wu.

The sea gull will give you something if you feed it.

Give the prune from Chi's inventory to the sea gull.

Pick up the sea gull doo-doo.

### Whenever I talk to Ho I don't get any information and then the goons beat me up.

If at first you don't succeed, try, try again.

Tell Ho you are looking for someone.

Offer Ho a bribe.

The object is to attract the attention of the goons without getting beat up.

Insult the goons after you meet them.

Try the following dialogue choices:

3) I'm looking for somebody.

1) You know a guy named Zhao Chi?

2) Maybe a little something to jog your memory?

2) Yeah, that's P-R-O-B-L-E-M. Problem. Now you try.

3) Your big stomach got you into volume discounts.

### I found Chi but I can't get him to join me.

You need to approach him in the correct manner.

Tell him about Kate.

Show him that you are more than just a reckless American.

Try the following dialogue choices.

1) Alright, well, there's this gal who works with the poor near Chengdu, and she's in some trouble. Apparently you might be able to help me rescue her.

2) Look, I'm going to rescue her one way or the other. You want to join me and pay back Lomax, you're welcome.

1) I'm still tripping the light fantastic, aren't I?

Now you must calm his fears about flying.

You will need something to demonstrate the concept.

Get a piece of paper from the street outside Ho's bar.

Make a paper airplane and throw it at Chi. Drag the piece of paper over Lucky in the main inventory screen, and then drop it on him to fold the plane.



Madam Wu won't talk to me.

Where do I get the doo-doo?

E. A. Lomax does nothing but yell at me, no matter what I try.

Where can I get the sphygmomanometer Chen Lu talks about?

I got busted by the airport immigration official!



**Madam Wu won't talk to me.**

She is xenophobic.

She will not start a conversation with Lucky without being introduced to him by someone else first.

You may have to visit her more than once.

The controlling character must be Chi to begin a conversation with her.

If you approach her honestly she will give you the healing herbs. But you have to give her what she asks for.

**Where do I get the doo-doo?**

Where did you see quails?

Near the water.

The duck. But you must visit Madam Wu first.

Feed the quail the grain from Old's meditation!

**E. A. Lomax does nothing but yell at me, no matter what I try.**

Hmm

Don't worry about it, that's just the kind of guy he is.

**Where can I get the sphygmomanometer Chen Lu talks about?**

One device is an example of gadgetry in the novel.

Type 2nd (traditional) the device measures your blood

pressure and is used to find

Don't have to say without it

Colonel You're claiming I have a cold heart!

**I got busted by the airport immigration official!**

What when you expect? You are using a false passport!

Don't give the fake one to her

I'll show you how to use it



## CHENGDU FORTRESS

I can't figure out where to land the plane.



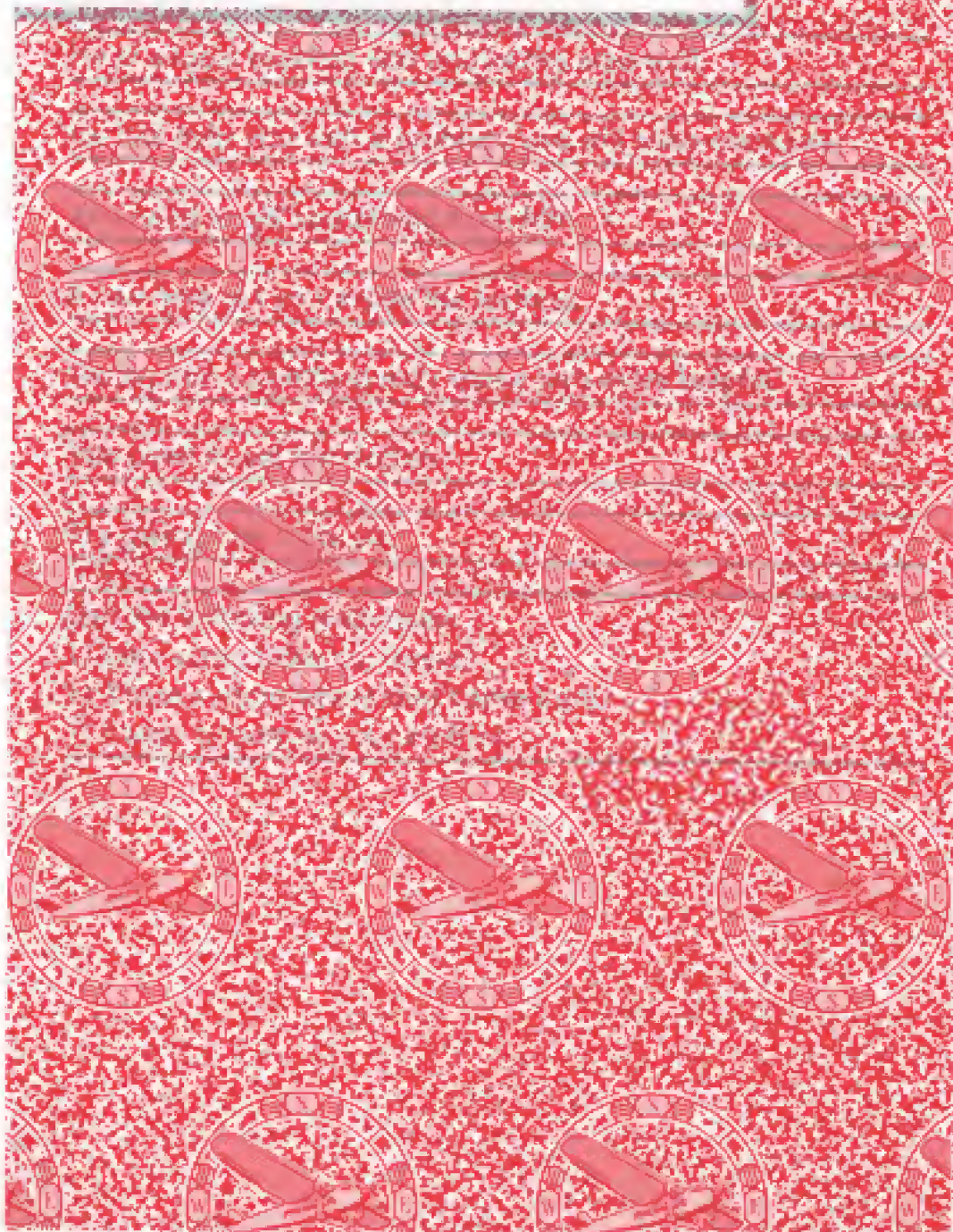
I can't understand the peasant at the fortress.



I got caught by the Yeti.



O.K. I can understand the peasant. Now what?





## CHENGDU FORTRESS

I can't figure out where to land the plane.

At least you didn't succeed. Try, try again.

It might be easier if you get some help.

You need to have Chi with you.

Chi will tell you where it is safe to land.

I can't understand the peasant at the fortress.

Remember Madam Wu's?

You need to speak Chinese to understand him.

The controlling character must be Chi.

I got caught by the Yeti.

Did you wear your belt?

Sometimes these things happen.

A word of advice: the fun of you read through the hints one right after the other. don't you think?

O.K. I can understand the peasant. Now what?

He is a local resident and knows the area well.

He can help you with a problem you will soon encounter.

You need to get something from him.

It can help get you inside the fortress.

Giving him something may make him more helpful.

You need to get his clothes.

Try giving him tobacco.

Use the following responses:

1) Like some tobacco, friend?

2) There's more where that came from.

3) I want to borrow your clothes.



I can't figure out how to get inside the fortress.

I'm trapped in the sewer and I can't get out!

How do I get Lucky inside the fortress if I went through the front gate?



### **I can't figure out how to get inside the fortress.**

You can't do it alone.

There's more than one way to skin a cat.

Sit by the gate for awhile and watch what happens.

You could try going around to the side of the fortress.

Did you see the peasant bring the cow inside?

I'm sure you would be GRATEFUL if I gave you a hint to one of the entrances.

If you looked like a peasant and had a cow with you, perhaps you could sneak in.

Remember the landing site? Part of what you need is right in front of you.

If you are Chi, lasso the cow with the rope (from the Yankee Eagle) and put on the peasant clothes. You can now sneak into the fortress, but you will have to get Lucky in another way.

At the side of the fortress near the sewer, use the crowbar (from the Yankee Eagle) with Chi and Lucky to open the grate. Make sure you wait until the guard is out of sight.

### **I'm trapped in the sewer and I can't get out!**

Use Lucky's lighter to shed a little light on the subject.

Examine your surroundings carefully, but quickly.

If you get bored, look for something useful.

Grab the beam in the third chamber.

Use the beam in the caved-in chamber to get through the hole in the ceiling.

### **How do I get Lucky inside the fortress if I went through the front gate?**

Use your imagination.

Scout the palace and grounds carefully.

Over by the well might be a likely spot.

You may have to "grapple" with this problem a bit.

Toss the rope with the grappling hook attached to it over the wall.



I keep getting captured inside the fortress.

I can't get upstairs in the fortress.

How do I get past the dog?

OK I found Kate. How do I get her away from the cobras?

Kate gets bitten by the cobras no matter how quickly I try to kill them!



### **I keep getting captured inside the fortress.**

Maybe you should be more careful.

Is Chi wearing his Ninja outfit?

Lucky is not as stealthy as Chi.

There are places Chi can go which Lucky cannot.

Don't fire your gun in the fortress unless it's absolutely necessary.

### **I can't get upstairs in the fortress.**

Where there's smoke there's fire.

Look around the dining room carefully.

Notice the precariously balanced oil lamp?

Push the lamp over and it will start a fire. This will distract the guards so you can get upstairs from the kitchen by way of the cook's bedroom.

### **How do I get past the dog?**

I wouldn't recommend shooting him. But, what the heck, give it a try and see what happens.

Ever hear the phrase "dead dog drunk"?

You need something from another room.

Check out the dining room carefully.

What's that in the middle of the table? A bottle of rice wine?

Put the rice wine in Rover's dish. He will drink it and pass out.

### **OK I found Kate. How do I get her away from the cobras?**

You can't do this alone.

If you bar the door you will have a little extra time to work on this problem.

I wouldn't recommend trying to grab a cobra with your bare hands.

You could shoot them ...

**Kate gets bitten by the cobras no matter how quickly I try to kill them!**

Bummer!

There's not much you can do about this.

Actually, there's nothing you can do about it.



How do I get out of the great hall after I've "rescued" Kate?

I'm in the tank but I can't get it started!

## KATMANDU

I crash-landed near Katmandu and I can't figure out what to do.

I got beat up by the Sherpa tribesman!



## How do I get out of the great hall after I've "rescued" Kate?

You can't go in the way you came.

Examine the room carefully after Kate has fainted.

Try the balcony.

Of course it's too far to jump while carrying Kate.

Remember the bridge scene with Luke and Leia in Star Wars?

Use the rope holding the curtains on the right side of the balcony to swing down.

## I'm in the tank but I can't get it started!

Don't say "You forgot to get the key!"

It's in the fortress somewhere.

Look in the gatehouse.

There might be another way.

You could try to hot-wire the tank.

You'll need something to use to pry off the switch plate.

Still have the crowbar? How about the knife from the cook's bedroom?

## KATMANDU

### I crash-landed near Katmandu and I can't figure out what to do.

Maybe someone should go for help.

Someone will have to stay behind to tend to Kate.

Lucky doesn't know the first thing about first aid.

Lucky should be the one to go for help.

Try the following responses.

2) I'm freezing, but otherwise okay. She's not looking so good.

1) Shaolin healing ways? What are those?

3) Life has taught me to trust no one in this world but myself. And since everyone's survival depends on the person who goes, I'm going.

### I got beat up by the Sherpa tribesman!

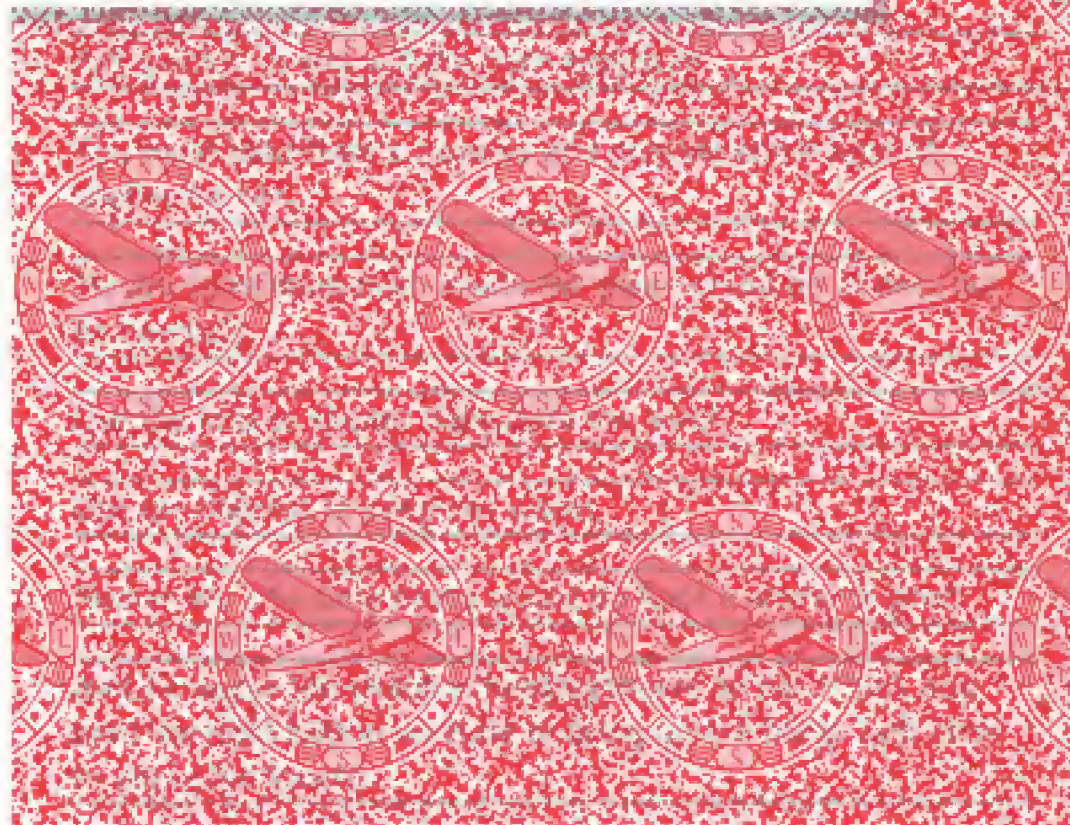
You did?!"

When in doubt, just kill, maim and destroy.

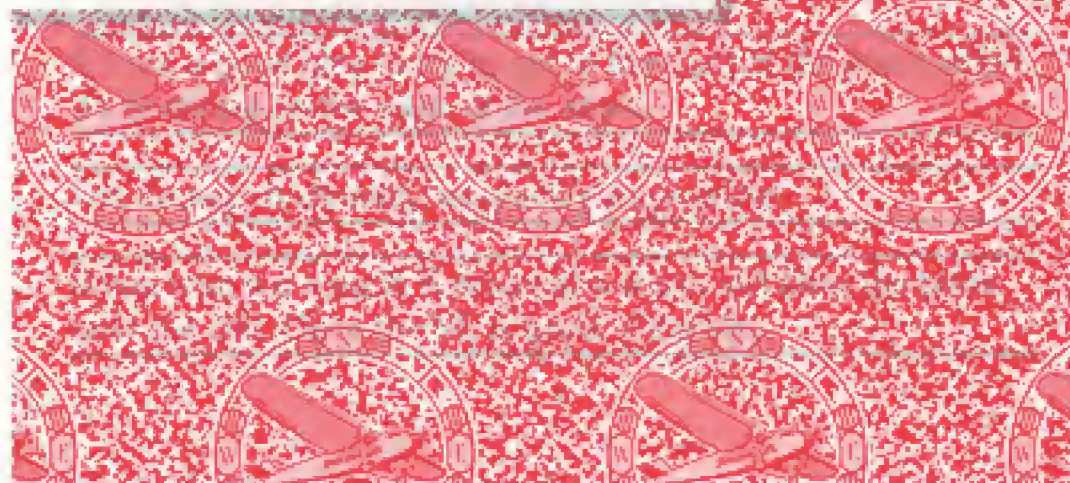
Gatcha again!"



Kate keeps dying! How in the heck do I save her?



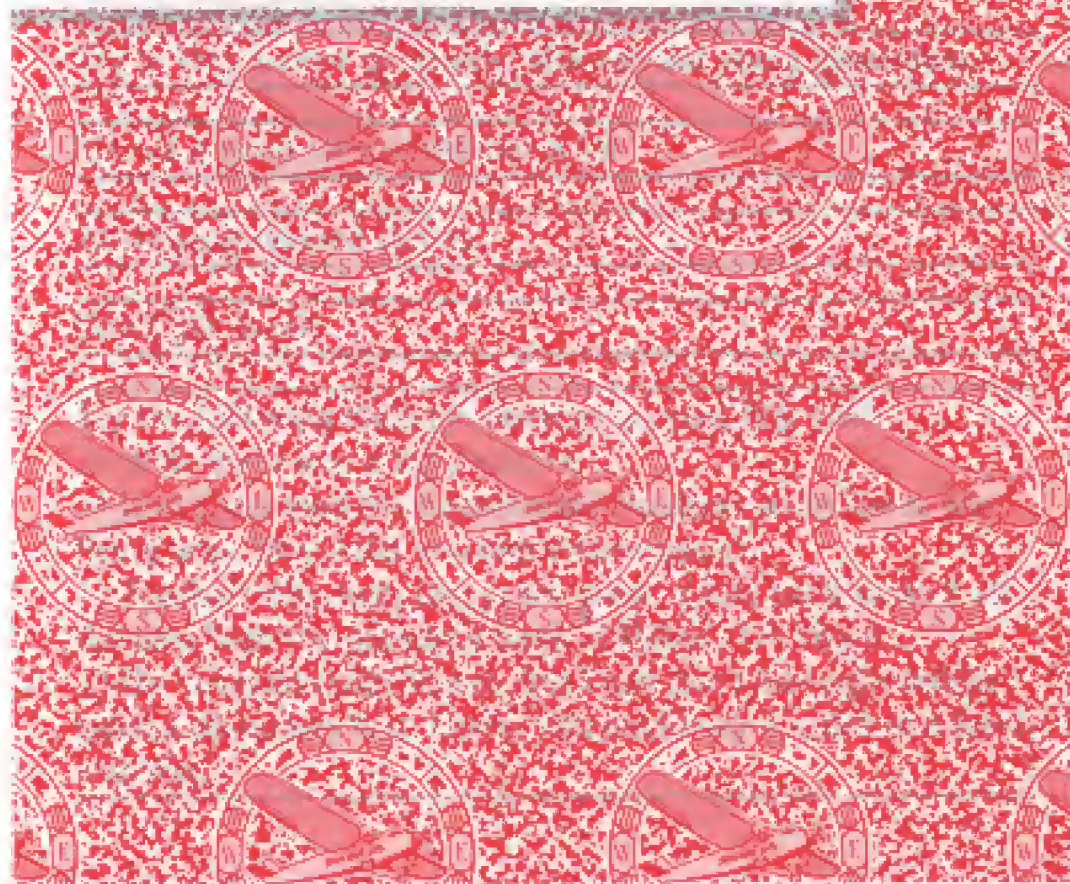
The Yankee Eagle fell into the chasm!



How do I get the Yankee Eagle operational again?



I don't seem to be getting anywhere with Ama.





### Kate keeps dying! How in the heck do I save her?

Act quickly or she will die from exposure.

You must tend Kate's wounds and provide some kind of shelter for her.

Maybe something from inside the plane could be of use (but be careful!).

Use the tarp to shelter Kate from the wind.

Use the blanket to keep her warm.

Master Wu's healing herbs would do Kate a world of good.

As Chi, apply the shaojin "healing touch" to her (Click and hold the right button on Kate to bring up the hand. Left click to apply the touch).

### The Yankee Eagle fell into the chasm!

It's not a good idea to try to get to the front of the plane when it's teetering on the edge of the abyss.

Get through Katmandu as quickly as possible.

If you tarry too long in Katmandu a storm will blow the plane over the cliff. Once the YE is gone, it's gone!

### How do I get the Yankee Eagle operational again?

The Yankee Eagle needs to be moved away from the cliff and refueled before she can fly again.

You and Chi can't accomplish this without help.

You must get the villagers in the city to help you.

See the hint sections on the junkyard, Kubla and the tavern.

### I don't seem to be getting anywhere with Ama.

Try to stay on her good side, she can aid you a great deal.

It's not a good idea to call her a liar.

Avoid long-winded stories.

Don't get drunk.

Try the following dialogue choices on your first visit:

2) Well, there was a big creature.

1) Don't you read the newspaper? Masters, say in Great War flying ace. Boy, I bet you feel embarrassed.

1) Tumba? Heh, heh. Uh, yeah, great. Yeah, used to do it all the time with my grandma back in Maine. Oh shoot...

2) Uh...I would really like to, but I just don't feel right unless I have a do-hickey first. Guess you could say it's sort of a fetish with me.



The disciple won't let me in to see the Lama.

I got in to see the Lama, now what?

I'm at the Lama's and all he does is say "Ahhhm Ahhbm."

I'm having trouble at the tavern.



### The disciple won't let me in to see the Lama.

Threats will not get you in to see him.

Perhaps if he thought you were someone important.

Try this dialogue choice on your first visit.

3. Oh, I'm the special envoy from the uh... Federation of Lama Association Boongalagongga. You did receive His Majesty's notice, did you not?

### I got in to see the Lama, now what?

He can help you win the trust of the people of Katmandu if you approach him correctly.

It isn't possible to get the information you need from him in one visit.

You could tell him you know Ama.

Try these dialogue choices:

1) So, anyway, we were given your name by Ama. She said you owed her a favor.

1) Hello, hello?

### I'm at the Lama's and all he does is say "Ahhhm Ahhbm."

Come back later.

Try going to visit the telegraph office.

When you return, the Lama will tell you that Bojon has the sacred scroll. If you get this back, the people of Katmandu will help you out.

### I'm having trouble at the tavern.

These people have a beef with Bojon.

If you help them get the scroll back, they will help you.

They are afraid of Bojon's gun... maybe you can help out with that.

The man called Sardar is the one you want to talk to.

Try the following dialogue choices after you have visited the Lama.

2) Look, my friend, the only thing we have to fear is fear by its lonesome.

2) But don't the rewards outweigh the risk? By all accounts you're leading a pretty wretched existence.

Give Sardar your gun.



I can't get Kubla to give me any petrol at the junkyard.

I got captured by Bojon!

What should I do at the telegraph office.



**I can't get Kubla to give me any petrol at the junkyard.**

You can't get something for nothing.

What would a child like?

A toy perhaps.

What's that near the center of the screen? A cigar box?

Maybe you could combine it with something else to make a toy.

Try the following dialogue choice.

I: Sure, I hear you. Parents can be a real pain in the... well, you know what.

Now, build the toy in your inventory by combining the cigar box, the chip sticks, and the nails (in that order) from Ch's inventory.

**I got captured by Bojon!**

Maybe you should have been nicer to him.

Don't threaten him.

If you were nice to Ama, she will rescue you from her nephew.

**What should I do at the telegraph office.**

Visiting there is a good start.

Maybe you should check in with Lomax.

Just make sure you visit the office, it will make things easier for you later.



## ISTANBUL

I'm stuck in Istanbul and don't know what to do.

What should I do in the officers' club?

I seem to be coming out on the short end of the phone negotiations with Lomax.



## ISTANBUL

I'm stuck in Istanbul and don't know what to do.

As Lucky, try talking to the airport mechanic.

The mechanic won't give you any gas but he may know something helpful.

Listen to what Kate has to say.

Use the phone in the British Officers' Club.

What should I do in the officers' club?

One thing you should NOT do is start drinking to excess.

Order two drinks at the bar.

Remember why you came here.

Ask Hal if you can use the phone.

I seem to be coming out on the short end of the phone negotiations with Lomax.

Don't get drunk at the bar.

Be direct with Lomax – negotiate aggressively.

Hint that you might run off with his daughter unless he comes through with more dough.

If you checked in with him in Katmandu, he will be more responsive.

Try the following responses if you went to the telegraph office:

2) That's not all you're gonna live with. Because of the added work and strain, I'm raising my fee for services rendered. 2) For services already rendered, the figure is \$125,000 plus my plane's fee & clear and for future services to Paris. 20 grand and then...

1) Which raises an interesting point: What is a certifiable lunatic capable of when angered? Kate's a nurse. Maybe I'll ask her on... well, who knows what?

Try the following responses if you did not go to the telegraph office:

3) Stick it, Lomax! After all I've been through, I'm not in the mood for threats. I'm renegotiating our contract.

2) Well, I'm not saying what we did or didn't do. Gentlemen don't discuss such matters. But I will say that I can't be sure what my next course of action will be unless...

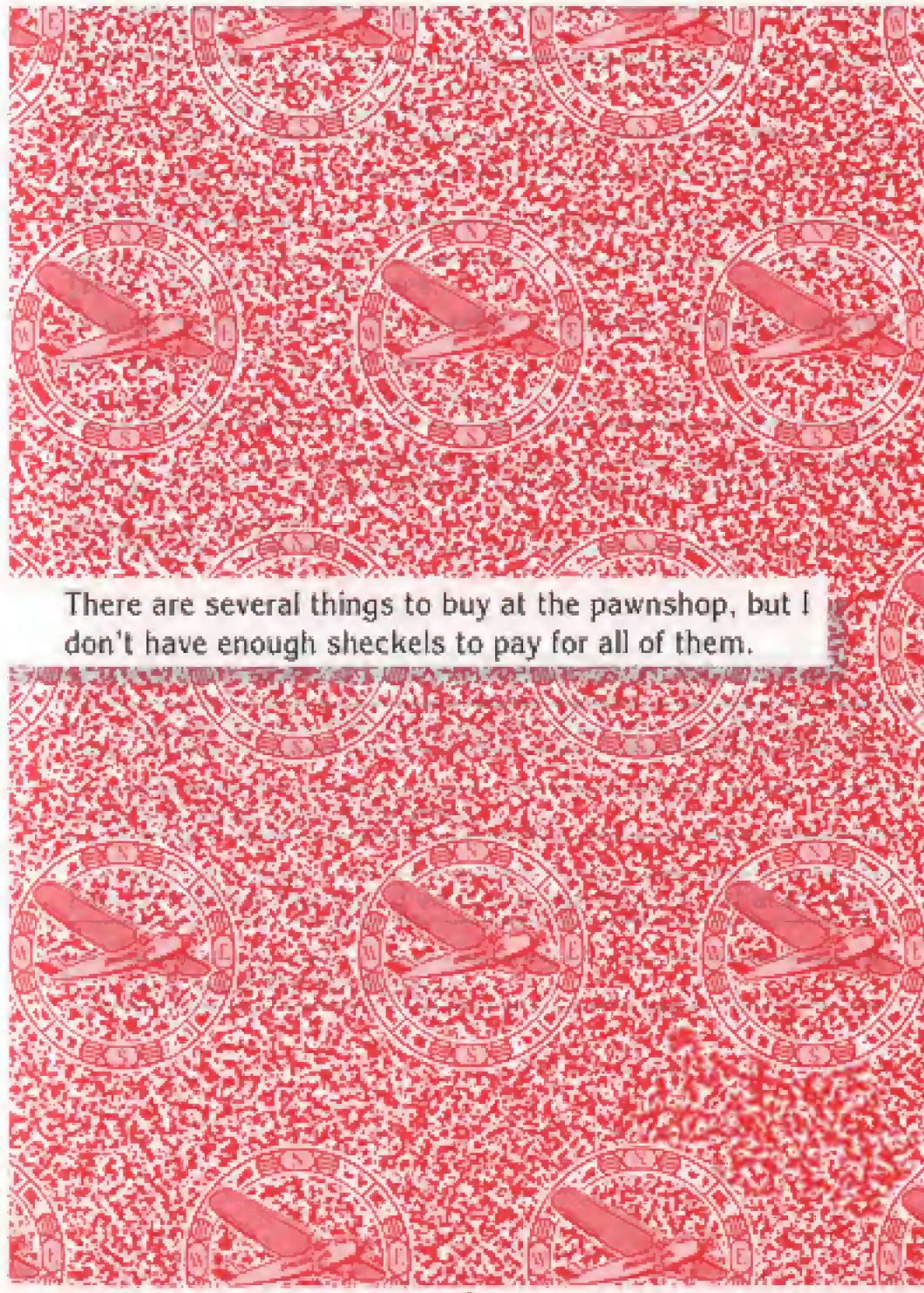




Lucky got captured by the palace guards!

Where can I get money to play the shell game?

Kasim is a very shrewd haggler. How can I get the best price for the locket?



There are several things to buy at the pawnshop, but I don't have enough sheckels to pay for all of them.



### Lucky got captured by the palace guards!

Lucky has a bad history with the nabob.

Some of the citizens know about the bad blood between Lucky and the nabob.

This is an unavoidable turn of events.

Kate could just leave him and take the train out of town, but then she wouldn't live happily ever after.

It's up to Kate to figure out a way to rescue Lucky and escape.

### Where can I get money to play the shell game?

You can't if you're with Lucky: he doesn't like to gamble.

Does Kate have something of value she could pawn?

A locket, perhaps?

Go to the pawnshop (after Lucky is captured) and sell the locket to Kasim.

### Kasim is a very shrewd haggler. How can I get the best price for the locket?

You can't sell the locket until after Lucky has been captured.

Be a little nosy.

Don't make any ultimatums.

Bargain with him.

Try the following responses:

1) Well, since you say the market is flooded, perhaps I should just hold on to it for a while.

2) I can't let go of it for less than 150 shekels.

Accept Kasim's counteroffer of 100 shekels (this is the maximum you can get).

### There are several things to buy at the pawnshop, but I don't have enough shekels to pay for all of them.

You can get more money playing the shell game with Mohmar.

Only buy what you really need.

Talk to Amira. She can give you some hints on what to buy.

You only need the hackaw.



I lost so much money at the shell game that Mohmar sold me to the nabob!

I don't have enough money to buy a camel.

How can I get the best price on a camel?

I ran into this strange old woman and I don't know what to do.



**I lost so much money at the shell game that Mohmar sold me to the nabob!**

Bummer. I hope you saved your game.

Wawa that man like a fool.

Don't be depressed by sales you lost.

It he's losing, Mohmar will offer try to steal.

If you just can't get through it, and are utterly stuck, on the  
Cant't I Parah lower.

**I don't have enough money to buy a camel.**

You can't buy a camel until you have a lot of money.

Acayib will not accept if you are a monkey.

I hope you didn't go crazy and lose everything at the game  
shop because if you did, it is quite difficult for you to have  
enough money to purchase a camel.

You could play the shell game to get some more cash.

The camel merchant won't bargain with you unless you have  
at least 250 shekels on you. Even then, you may be able  
to talk him down at a lower price.

**How can I get the best price on a camel?**

Be a tough bargainer with Acayib.

Don't insult him too severely.

Try the following responses:

2) I can't see how one of those flea-bitten creatures could be  
worth 50 shekels, let alone 200!

2) Maybe so, but I still think 200 shekels is too much for a  
camel.


Buy a camel when he offers a price of 100 shekels.

**I ran into this strange old woman and I don't know what to do.**

Be nice to her, humor her.

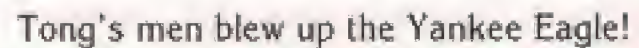
She may be helped if you give her something.





Almira said she would help me if I gave her something, but I can't figure out what the crazy old hag could possibly want.

I can't figure out what I need to do to rescue Lucky.




Tong's men blew up the Yankee Eagle!

I missed the Orient Express!

How do I calm Kate down after she rescues me from the nabob's palace?

Chi got blown up!





**Almira said she would help me if I gave her something, but I can't figure out what the crazy old hag could possibly want.**

She talks to her "pretties."

Maybe she would like some more "pretties."

You can get a flower from Hakim at the city gates if you don't make him angry.

Give Almira the flower.

**I can't figure out what I need to do to rescue Lucky.**

You need several objects and the help of a certain person to accomplish this.

Talk to the old woman (Almira) at the side of the palace.

You need a hacksaw from the pawnshop.

Get a camel from the merchant, Acayibi, at the city gates.

After you have befriended Almira, take the hacksaw and the camel to the side of the palace. Almira will help you rescue Lucky.

**Tong's men blew up the Yankee Eagle!**

Looks like you'll have to find another way out of town!

Go to the train station and buy a ticket for the Orient Express.

Get on the train and get out of town!

**I missed the Orient Express!**

You've got serious problems. You're cheating! STOP IT!

**How do I calm Kate down after she rescues me from the nabob's palace?**

Since you're in trouble, you might as well try to sweet-talk your way out of it.

Try the following dialogue choices:

1) No, really, I haven't the foggiest idea. By the way, are you doing something different with your hair? It looks great.

2) Look, I'm serious about what I said about your hair. I mean, Hakim, don't you think she looks great?

**Chi got blown up!**

There's not much you can do about this.

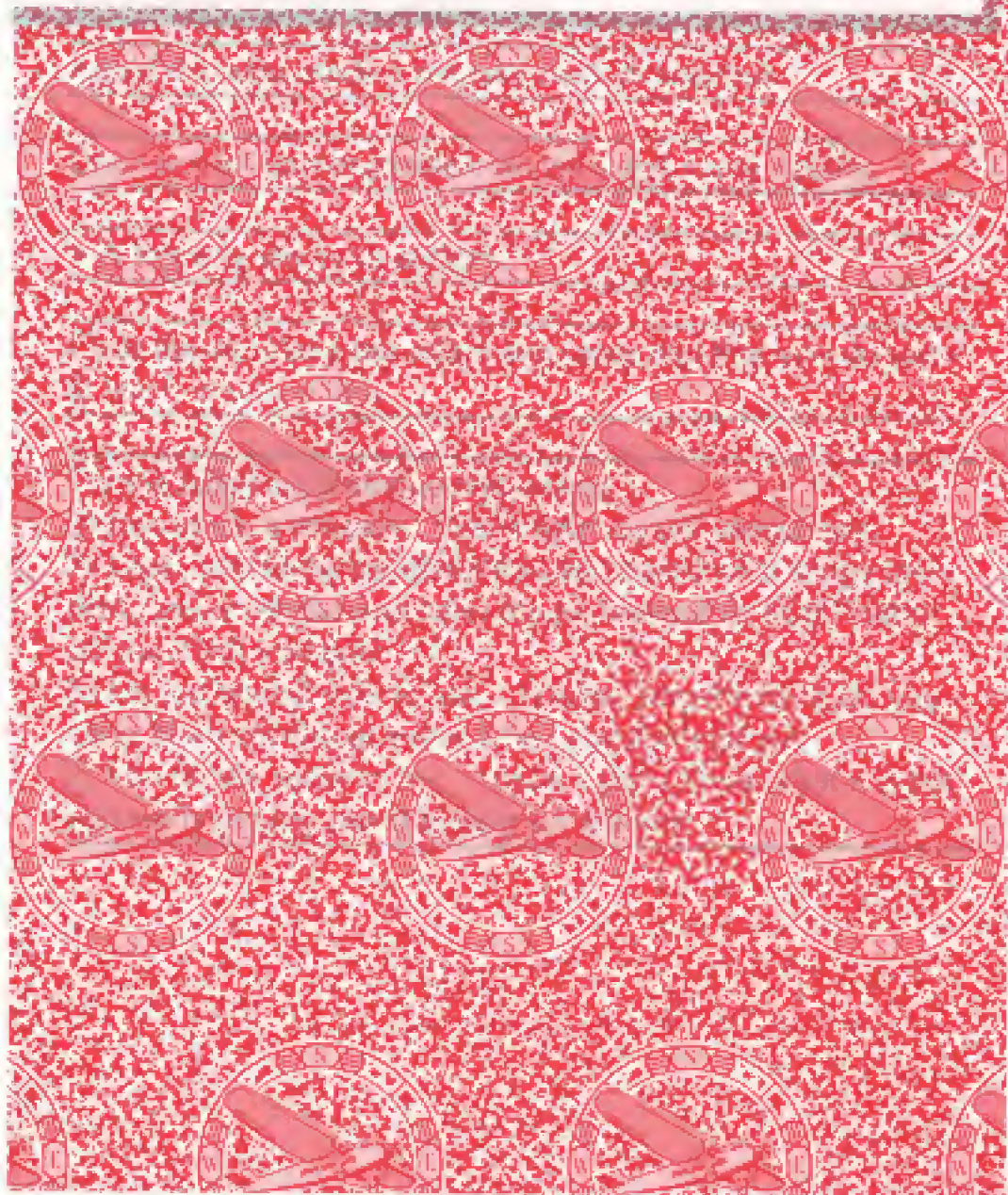
If you try to help him you will be captured by Tong's men.

Don't worry, everything may still turn out OK.

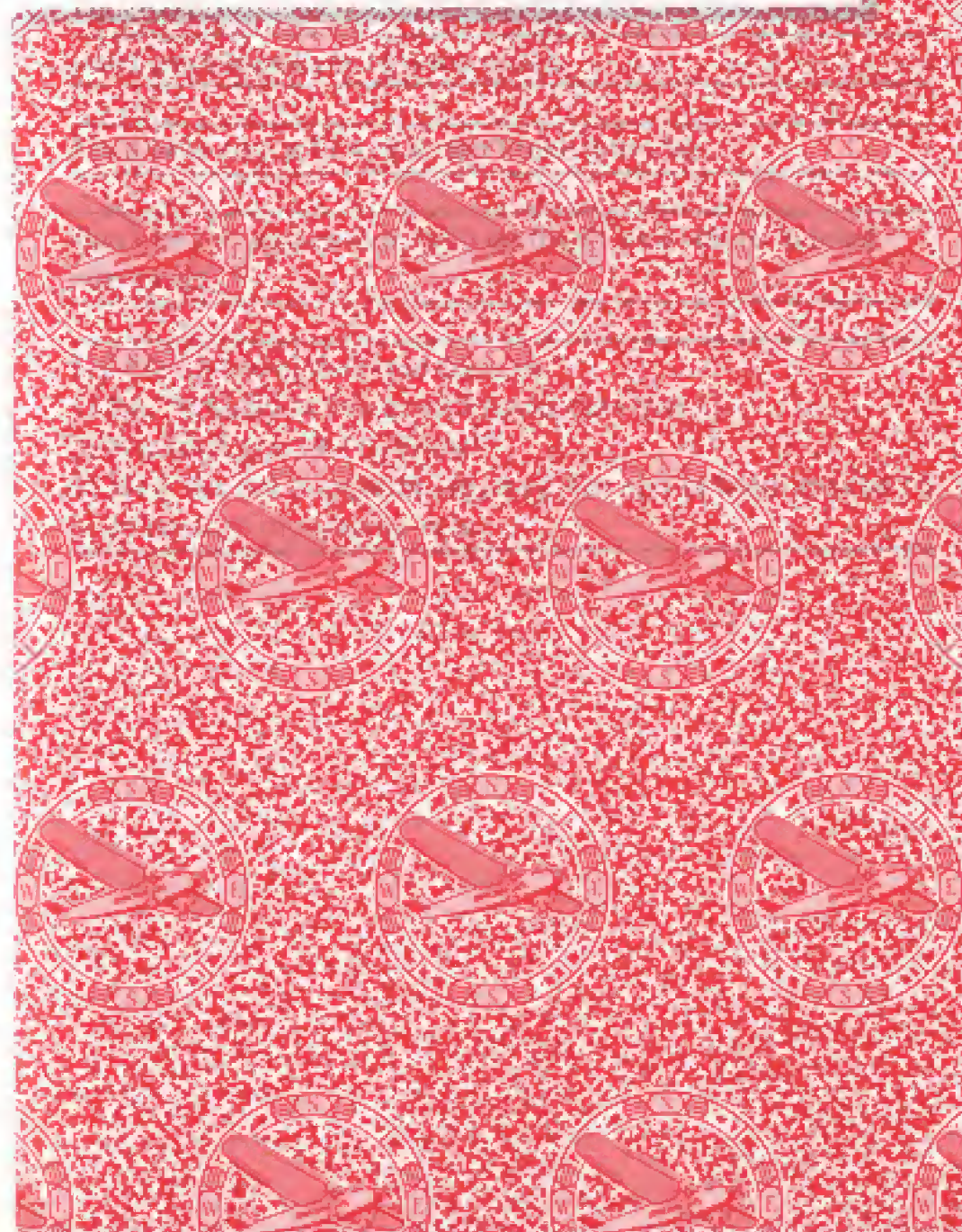


## ORIENT EXPRESS

As Lucky, I can't seem to make Kate see that I'm really not such a bad guy after all....



As Kate, how can I get Lucky to see my point of view?





## ORIENT EXPRESS

As Lucky, I can't seem to make Kate see that I'm really not such a bad guy after all....

Admit that you made a mistake back in Istanbul.

Don't accept unreasonable criticisms and name-calling.

Ask her why she is so uptight.

Find the art Kate has admitted she loves and that you do too - at least, maybe a little.

Try the following dialogue responses:

1) So I made a mistake. I can't help my not-liking-her.

2) Look, you know me about me and based on a single incident you go ahead and label me an insensitive SOB? What do you think you are?

3) I'm not Lucky! You're just a woman.

4) I'm not Lucky! You're just a woman. Why the heck do you throw down my throat every time I say something?

5) You do the same to me. I hate to. I don't know what it is but you really get my back feeling sometimes.

As Kate, how can I get Lucky to see my point of view?

Don't psychologically hurt her more.

Ask a little try at first, but don't take it too far.

Don't be too dramatic, but acknowledge that you're at least upset.

Use the rationalization that you're

1) Not actually at the point I could care less

2) Wouldn't you like to know?

3) Well, it's not unusual anyway. I'm not fit to be. Maybe I'll find back to my sleeping now.

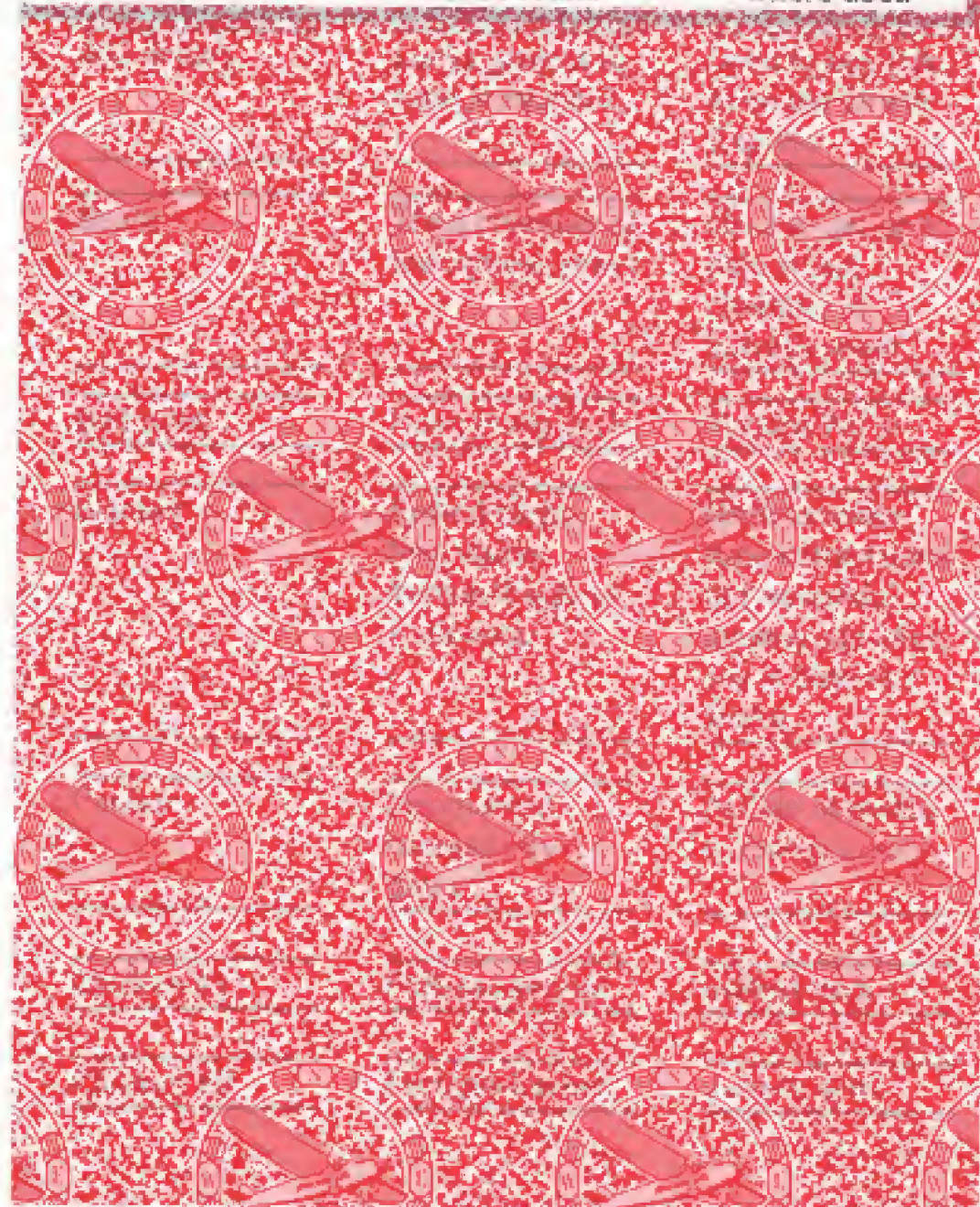


# OBJECTS

Item

Where found

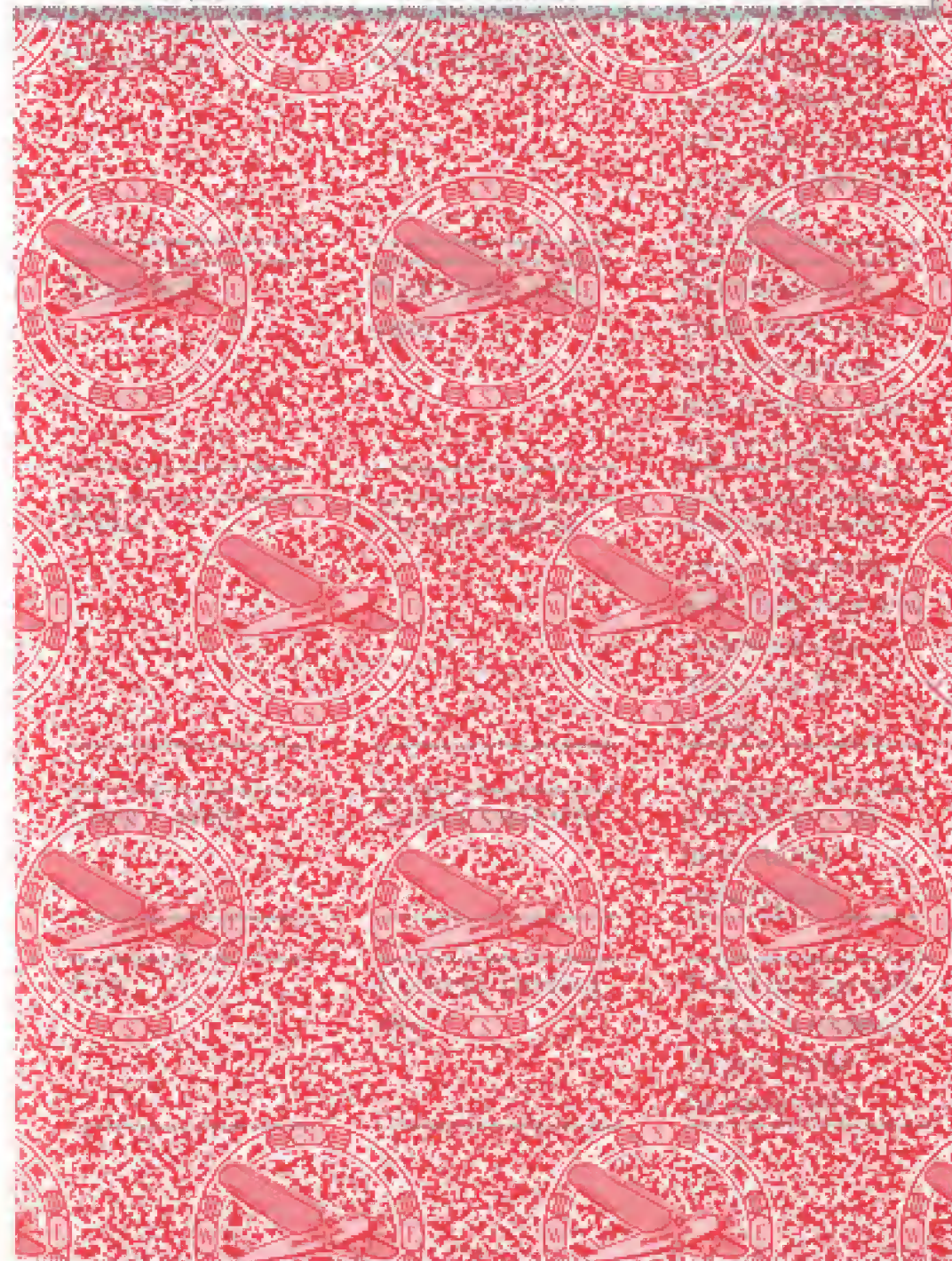
Where used



Item

Where found

Where used





## OBJECTS

Item	Where found	Where used
400 dollars	Lucky gives it to Kate in Istanbul	Used to buy ticket on the Orient Express
Beam	Third chamber of the fortress sewer	Used to get up to hide in first chamber of fortress sewer
Bird poop	Hong Kong dock	Margaret Wu's
Blanket	Spilled cargo rms inside Yankee Eagle in Katmandu	Used to make Kate comfortable in Katmandu waiting site after she is bitten by snake
Cornel	Merchant at Istanbul city gate	At side of palace in residence of Lucky
Chicken #1	Fortress kitchen	useless item
Chicken #2	Fortress kitchen	useless item

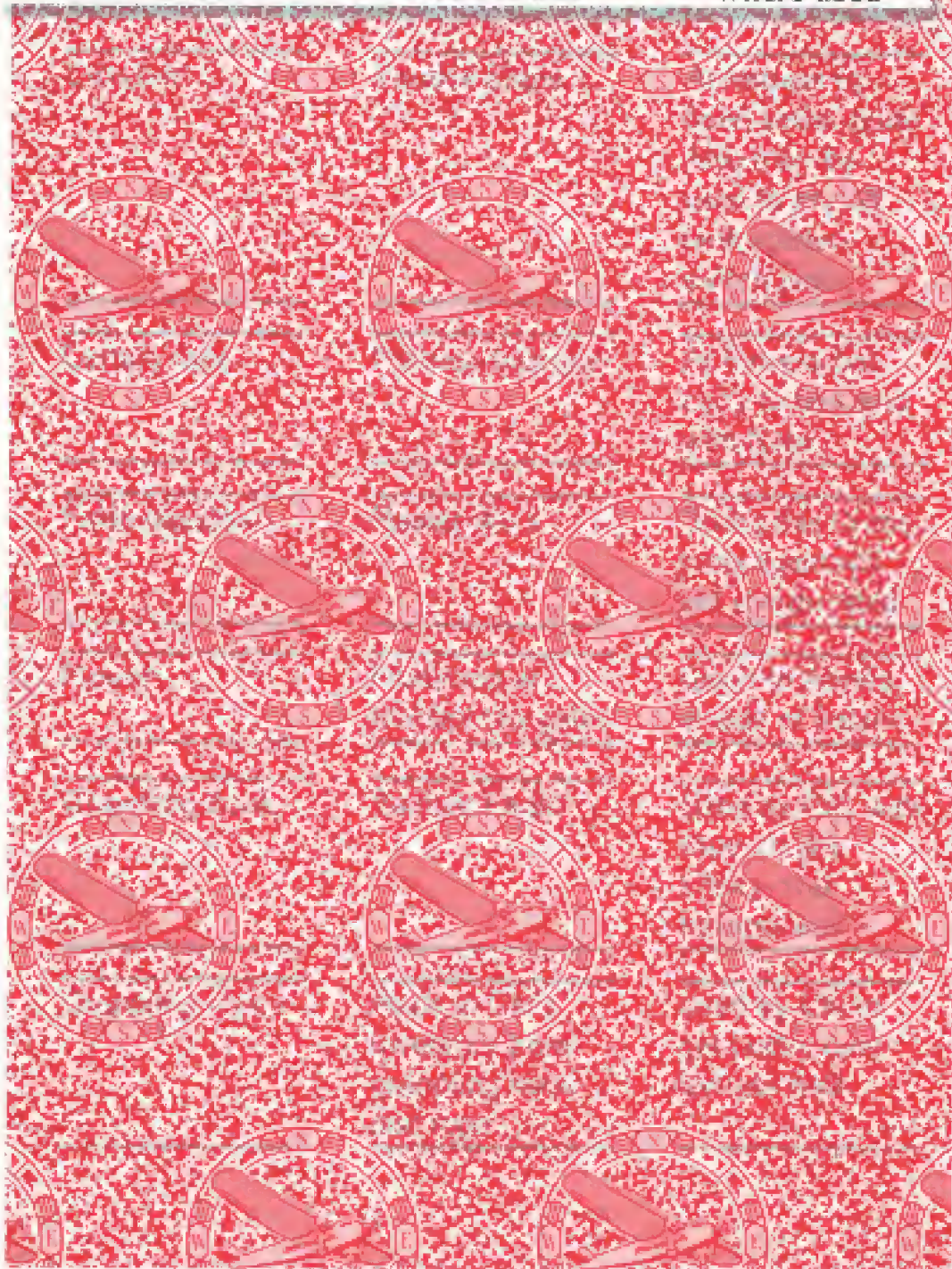
Item	Where found	Where used
Chopsticks	Chi's inventory	Katmandu junk yard, combined with cigar box and coins to make toy for Kubla
Cigar box	Katmandu junk yard	Katmandu junk yard, combined with chopsticks and coins to make toy for Kubla
Coins	Chi's inventory	Katmandu junk yard, combined with cigar box and chopsticks to make toy for Kubla
Cook's knife	Cook's bedroom	Used to pry off tank starter switch plate
Cow	Fortress landing site	Used by Chi with farmer's clothes to get inside fortress gate



Item

Where found

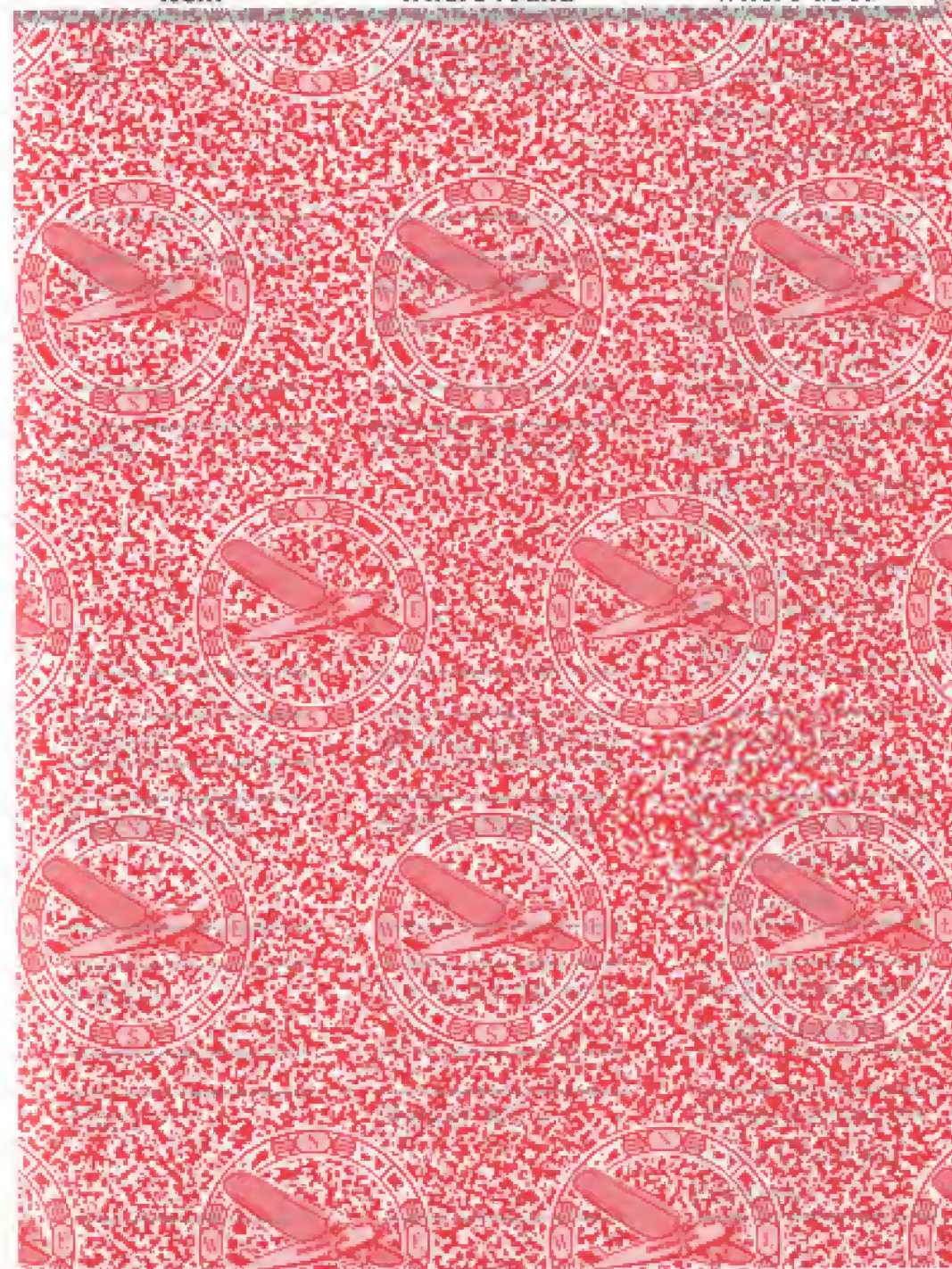
Where used



Item

Where found

Where used





Item	Where found	Where used
Crowbar	Yankee Eagle	At fortress to open sewer grate. Also may be used to pry off tank starter switch plate.
Curtain rope	Fortress balcony	At fortress balcony to descend with Kate.
False passport	Master Wu's	Giving this to customs agent will get you arrested.
Flower	Fruitstand at Istanbul city gates	Given to Almira at side of palace.
Grappling hook	Yankee Eagle	Used by Chi, with rope, to get Lucky over fortress wall.
Grappling rope	Made in Chi's inventory from grappling hook and rope.	Used by Chi to get Lucky over fortress wall.

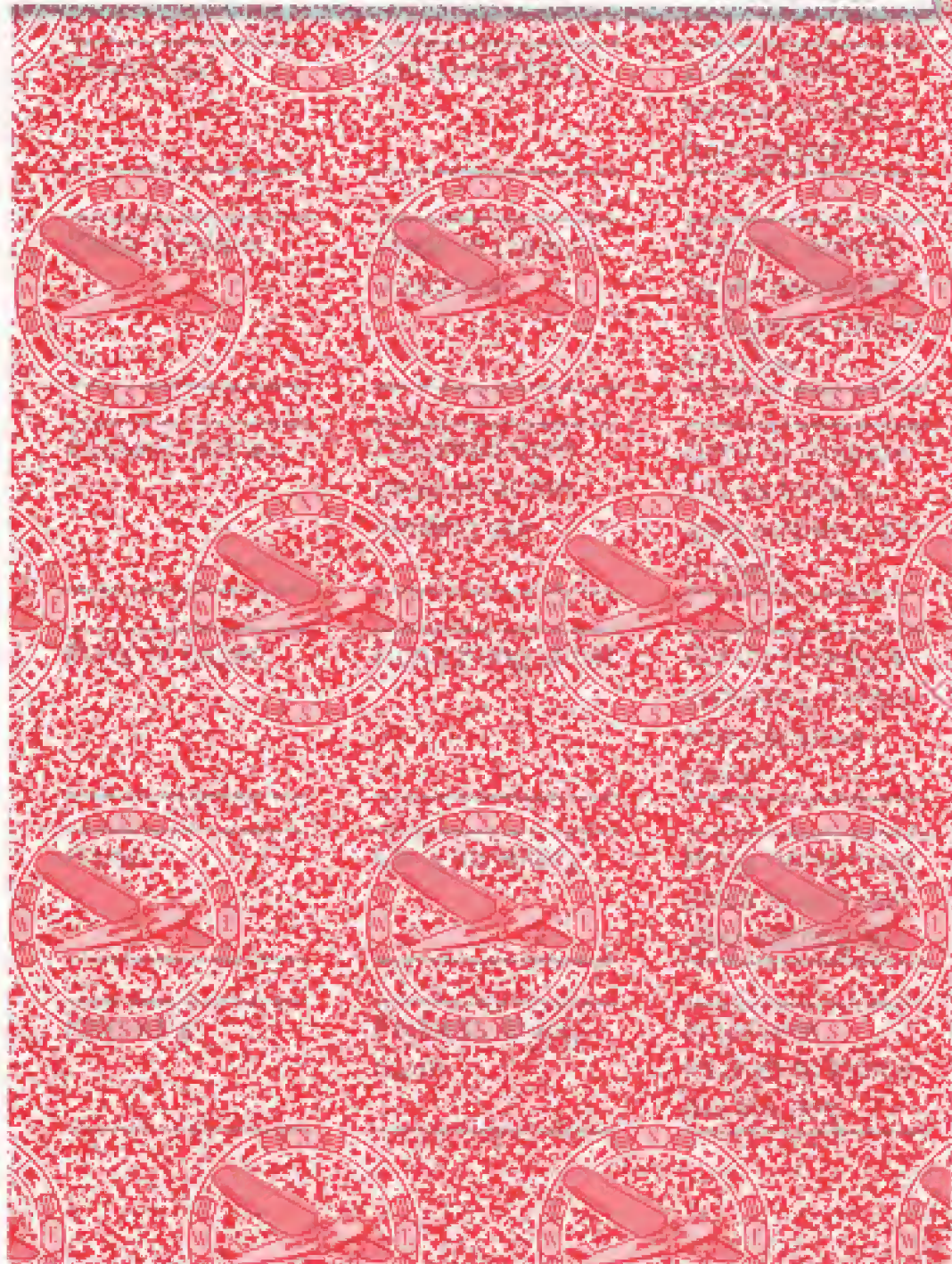
Item	Where found	Where used
Gun	Lucky's inventory	At fortress to kill snakes. Traded to bar patrons in Katmandu.
Hacksaw	Istanbul pawnshop	Side of palace - used with camel to rescue Lucky.
Herbs	Chi's inventory	Used to make Kate comfortable at Katmandu landing site after she is bitten by snake.
Hookah	Istanbul pawnshop	Useless item.
Kate's locket	Kate's inventory	Sold to Kasim to get money for the shell game.
Lighter	Lucky's inventory	Used in the sewer to light torches.
Map	Master Wu's	Shows entrances to the Chengdu Fortress.



Item

Where found

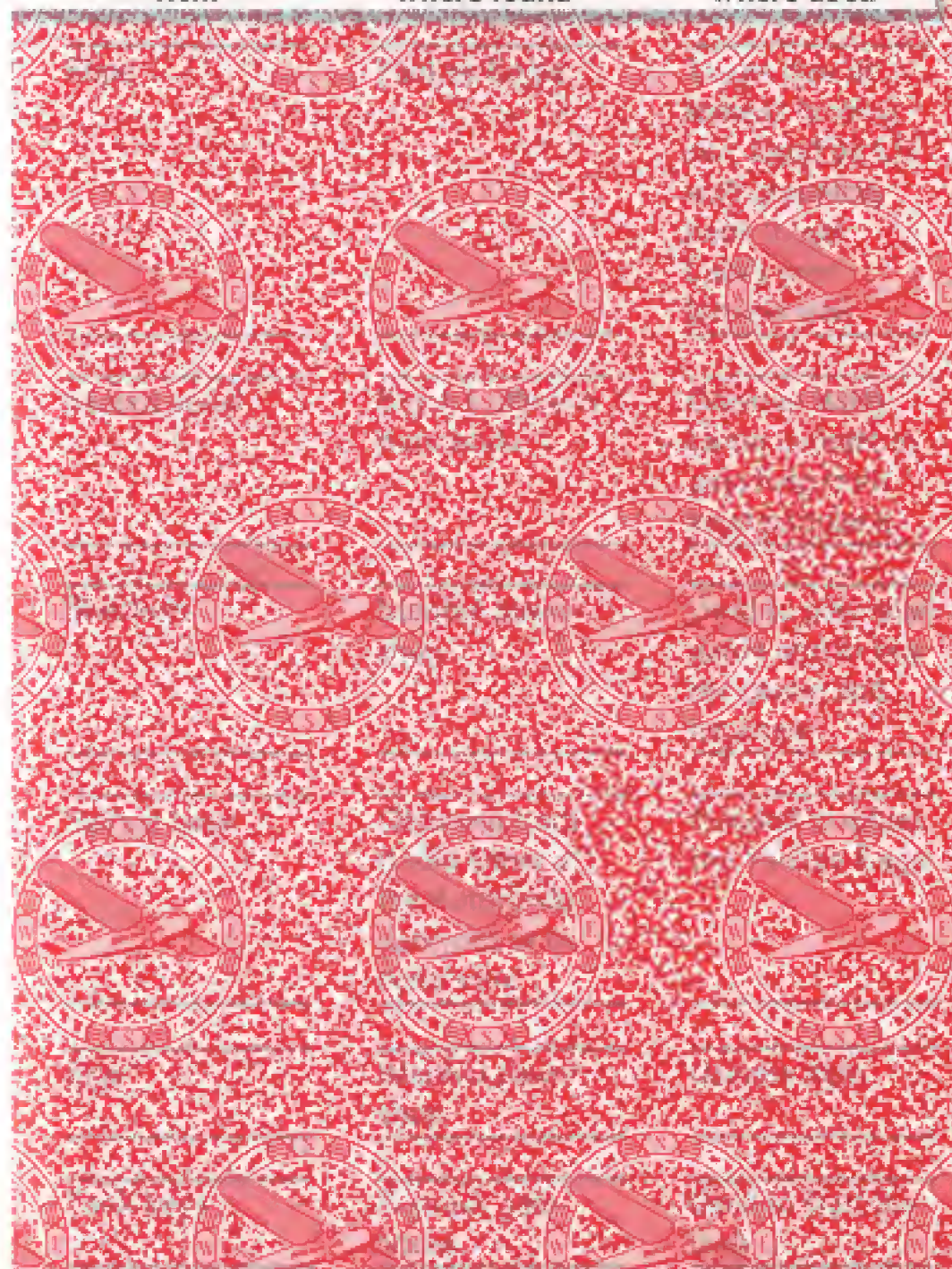
Where used



Item

Where found

Where used





Item	Where found	Where used
Ninja hood	Chi's inventory	Used inside fortress to hide from guards
Paper airplane	Made in Lucky's inventory	Used to demonstrate principles of flight to Chi in Ho's bar
Peasant clothes	Obtained from peasant at fort landing site	Used to disguise Chi as local to gain entrance to fortress
Piece of paper	Hong Kong street	Put into Lucky's inventory; folded into paper airplane
Prune	Chi's inventory	Hong Kong dock, given to sea gull after visiting Wu
Rice wine	Fortress dining room	In fortress kitchen to knock out the dog

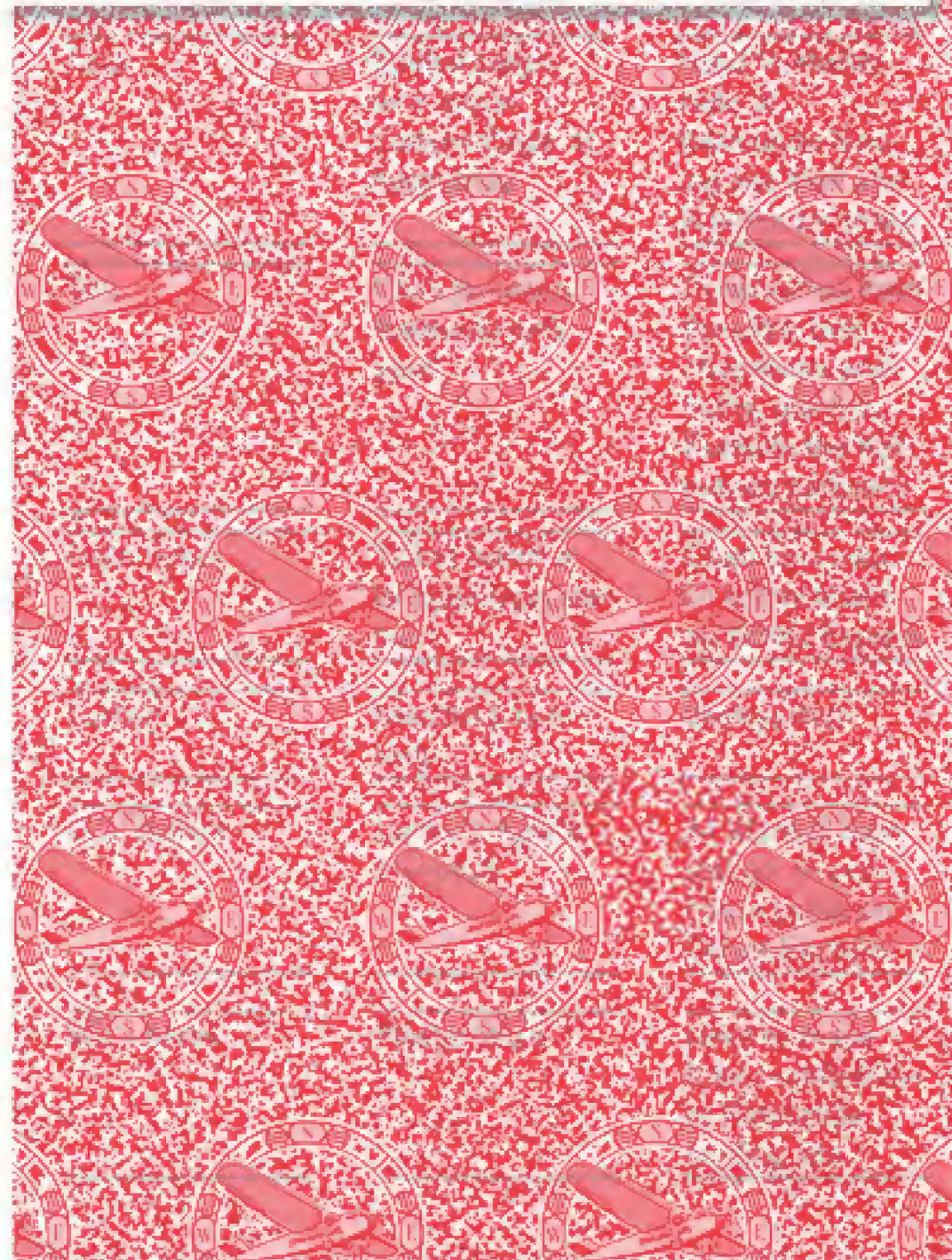
Item	Where found	Where used
Rope	Yankee Eagle	To get cow at fortress landing site. Used by Chi with grappling hook to get Lucky over fortress wall
Sacred scroll	Bojon's office in Katmandu	Given to Wally Lama in order to gain help from local populace
Sheckels	Istanbul pawnshop	Used to play shell game and to buy the camel and hacksaw
Siphon hose	Obtained from Kubla either at the Katmandu junkyard or in Ama's hut	Needed to refuel the Yankee Eagle
Sitar	Istanbul pawnshop	Useless item
Tank keys	Fortress gatehouse	Used to start the tank



Item

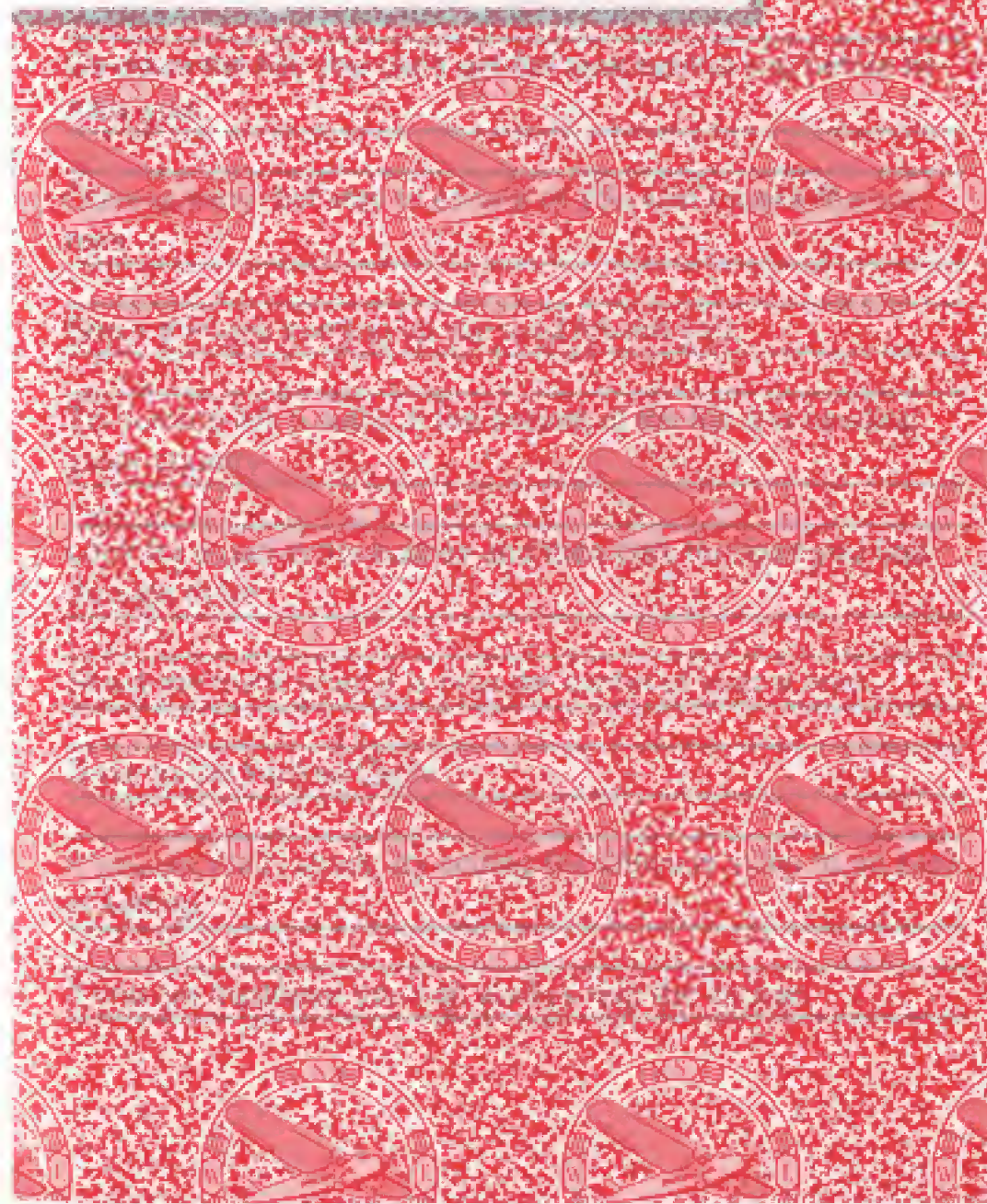
Where found

Where used



## ARCADE HINTS

I keep getting blown away in the tank arcade.





Item	Where found	Where used
Tarp	Spilled cargo bins inside Yankee Eagle at Katmandu	Used to shelter Kate at Katmandu landing site after she is bitten by snake
Tos	Chi's inventory; Katmandu junkyard	Constructed from the cigar box, chopsticks and coins; given to Kubla in the Katmandu junkyard
Train ticket	Ticket booth at Istanbul train station	Given to conductor before boarding Orient Express
Turban	Istanbul pawnshop	Useless item
U.S. dollars	Lucky's/Kate's inventory	At Istanbul train station, to purchase ticket on Orient Express.
Wu's herbs	Master Wu's	Used to make Kate comfortable at Katmandu landing site

## ARCADE HINTS

**I keep getting blown away in the tank arcade.**

Go down the hill, you can't get the tank behind you before he nails you.

Drive quickly, but stay in control or you won't make the corners.

Shoot the tank coming up the road toward you.

Try turning left (south) at the bottom of the hill and heading cross-country.

Look for a gap in the bushes and then take the road you find through there.

Shoot the truck when it is near the center of your screen.

Drive to the Yankee Eagle.

If you are really stuck, try setting the difficulty slider to an easier setting.

If you are frustrated you can always skip the arcade.



I can't seem to win the train arcade.

## POSSIBLE ENDINGS

How can I achieve the best possible outcome to *Heart of China*?

What are some of the other endings?



### I can't seem to win the train arcade.

Always attack with maximum ferocity when you are on the offensive.

Make sure you duck for the tunnels. The right mouse button will always make you duck.

If your fatigue level gets too high, try these strategies to rest:

- 1) Retreat to the next car and rest while Tong catches up with you.
- 2) When Tong jumps to your car, immediately go on the offensive and knock him back to the next car.
- 3) Instead of jumping to follow him, rest again.
- 4) Repeat steps 2 and 3 until your fatigue is at an acceptable level.

After you hit him enough times, he will run away. Chase him onto the caboose.

If you are really stuck, try setting the difficulty slider to an easier setting.

If you are frustrated you can always skip the arcade.

## POSSIBLE ENDINGS

### How can I achieve the best possible outcome to *Heart of China*?

The happiest ending is to get the girl and your business back.

You need to develop a romance with Kate on the Orient Express (see Orient Express tip pg. 46).

Negotiate effectively with Lomax on the phone in Istanbul (see Istanbul hint section pg.39).

### What are some of the other endings?

As Kate, you can leave Lucky in the lurch in Istanbul after he is captured and ride the Orient Express to Paris. You will be interviewed by the media while Lucky is left to suffer his fate with the nabob's daughter.

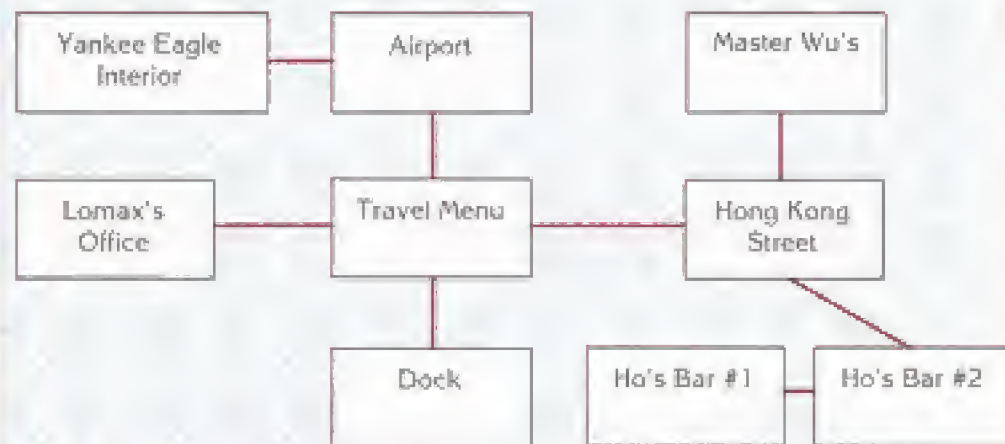
Lucky will end up as a bum on the street if he fails to negotiate with Lomax and fails to develop a romantic interest with Kate.

If Lucky negotiates effectively with Lomax in Istanbul, but does not gain the affections of Kate, he will get his business back and end up with a couple of floozies in a bar in Paris.

Should you earn the affections of Kate Lomax but fail to negotiate with Lomax, you will end up penniless. But hey, at least you'll have the girl.



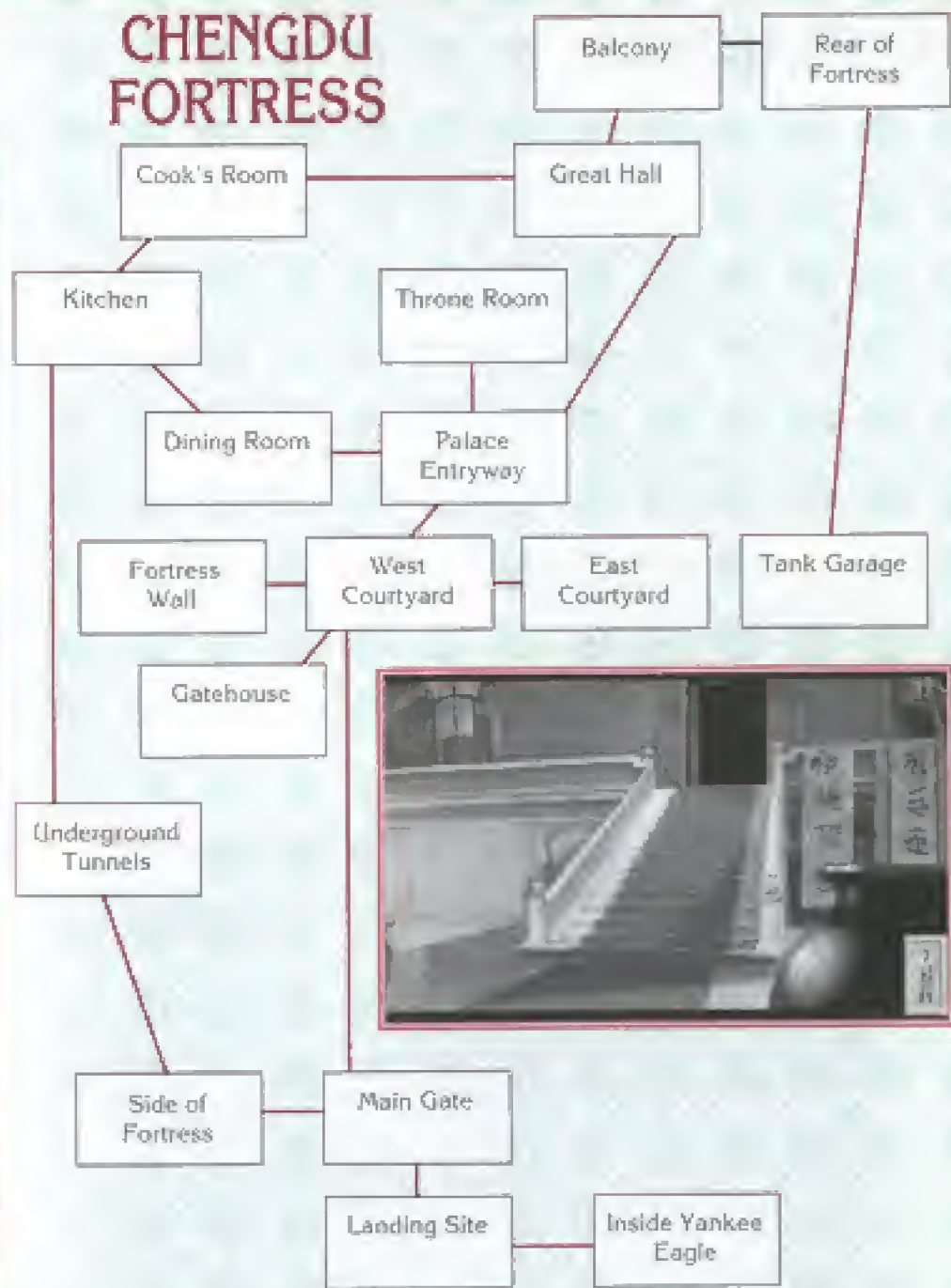
# MAPS



## HONG KONG

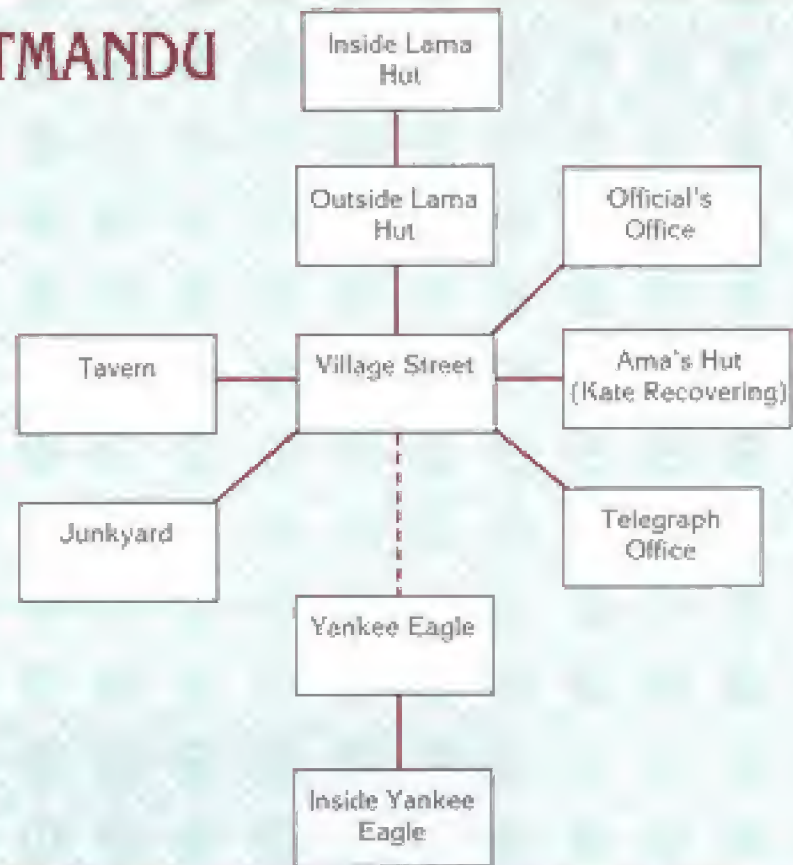


# CHENGDU FORTRESS





# KATMANDU



# ISTANBUL





## ORIENT EXPRESS

Top of Car  
(Arcade)

Dining Car  
as Kate

Dining Car  
as Lucky



## NOTES



# Need More Help? Call the Sierra/Dynamix Automated Hint-Line System

You may reach the hint system by dialing: 1-900-370-KLUE.  
Our California customers need to call: 1-900-370-5113.

All hint questions *MUST* be directed to the previously mentioned "900" numbers, as there will be NO hints given on our Customer Service lines. This service is available 24 hours a day. The charge for this service will be 75 cents for the 1st minute and 50 cents for every additional minute. Long distance charges are included in this fee. **Callers under the age of 18 must get their parent's permission before calling the hint line.** At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our new Customer Support number at area code (209) 683-8989. Again, please note, ALL hints must be obtained by dialing the above "900" numbers. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.**

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How many Sierra products do you own? 1. \_\_\_\_\_

Who is the primary user of Sierra products? (check one)

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Do you have children at home? If yes, check all that apply.

3. ☐ Male child under 10

4. ☐ Male child over 10

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What type of computer do you own? (check all that apply)

7. ☐ IBM or compatibles

8. ☐ Macintosh

9. ☐ Atari ST

10. ☐ Amiga

11. ☐ Apple II Family

12. ☐ Other

Do you have a modem?

13. ☐ Yes

If you own an IBM or compatible, please continue:

What graphics card do you use?

14. ☐ EGA/Tandy

15. ☐ VGA/MCGA

16. ☐ Other \_\_\_\_\_

Do you own:

17a. ☐ MT-32 or LAPC-1

17b. ☐ AdLib or Soundblaster